

# STRIKE NOW

THE WORLD IS WATCHING!

Perform high-flying bicycle kicks, headers and shoot-outs while hearing the chants of the crowd in this flawless arcade translation.

# Virtua Striker 2



# Virtua Tennis™



Sega is registered in the U.S. Patent and Trademark Office. Sega Dreamcast, the Dreamcast logo, SEGA SPORTS, Virtua Tennis and Virtua Striker are either registered trademarks or trademarks of Sega Enterprises, Ltd. ©SEGA ENTERPRISES, LTD., 2000. All Rights Reserved. SEGA of America, P.O. Box 7639, San Francisco, CA 94120-7639. The ratings icon is a trademark of the Interactive Digital Software Association. © 1996 JFA.

## WARNINGS Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

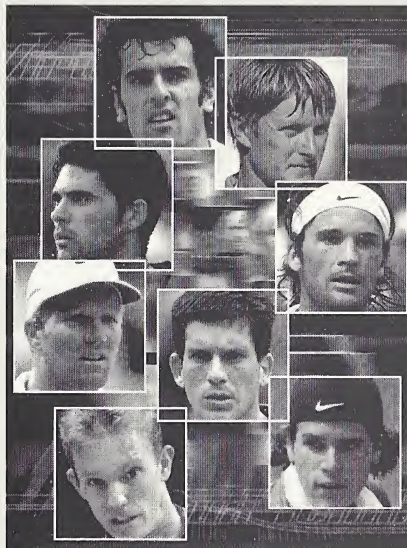
### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

Thank you for purchasing Virtua Tennis! Please note that this software is designed only for use with the Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing Virtua Tennis.

# Virtua Tennis™

SEGA PROFESSIONAL TENNIS



## CONTENTS

CONTROLS 2

MAIN MENU 5

GAME DISPLAY 5

MODE EXPLANATIONS 6

● ARCADE MODE 6

● EXHIBITION MODE 8

● WORLD CIRCUIT MODE 10

● OPTIONS 13

PLAYER INTRODUCTIONS 14

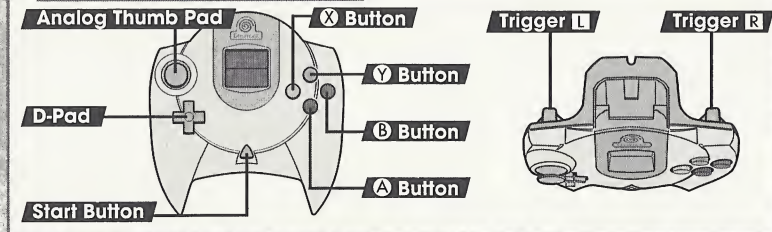
● Virtua Tennis is a memory card compatible game (Visual Memory Unit (VMU) sold separately). In order to save game files, the VMU to be used must have at least 2 memory blocks of free space available.

● Saving and loading to and from your memory card occurs automatically. Make sure to insert the memory card into Expansion Slot 1 of the Dreamcast Controller that is connected to Control Port A. Do not remove the memory card or controller during loading and saving.

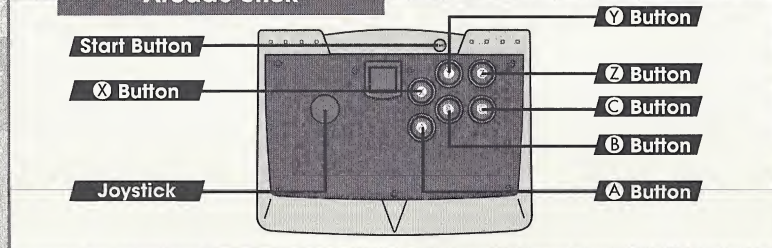
# CONTROLS

Virtua Tennis is a one to four player game. Connect either Dreamcast Controllers or Arcade Sticks to the Control Ports, starting with Port A. Connect in order: A, B, C, D, according to the number of players.

## Dreamcast Controller



## Arcade Stick



To return to the Title Screen at any point during the game, simultaneously press and hold the A, B, X, Y and the Start Buttons.

Do not touch the Analog Thumb Pad, or the Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

# CONTROLS

Refer to the following chart for a summary of the game controls.

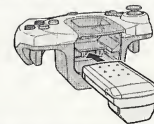
Controller	Menu Selection	Game Play
D-Pad/ Analog Thumb Pad	Selection	Character movement Ball direction
A Button	Enter a selection	Shot
B Button	Cancel	Lob
X Button		Lob
Y Button		Change camera angle (only available in a 1P game)
L/R Triggers		Change COM doubles partner strategy
Start Button		Pause Challenger entry

The Z Button on the Arcade Stick has the same functions as the L/R Triggers on the Dreamcast Controller.

The controls described in this instruction manual refer to the functions of the Controller.

## Jump Pack™

Make sure that you insert the Jump Pack (sold separately) into Expansion Socket 2 of the controller.



## CONTROLS

### Serving

Press the **A/B/X** Button to make your character toss the ball up into the air. This will display the Serve Gauge. The higher the gauge, the faster your serve will be. Press the **A/B/X** Button in conjunction with the D-Pad/ Analog Thumb Pad to serve.

**A** Button: Flat serve

**B/X** Button: Serve



### Ball Direction

Move your character towards the ball and press the **A** Button to hit the ball back towards your opponent. Move the D-Pad/Analog Thumb Pad while the **A** Button is pressed and before you hit the ball to aim it in a certain direction. Your options aren't only limited to aiming the ball left or right. Press **↑** or **↓** to aim the ball towards the rear of the court or close to the net for a drop shot.

### Shot Strength

You will be able to perform a hard, fast return shot if you move quickly towards the ball and have time to prepare your shot. In contrast, you will perform a weak shot if your character has to lunge to reach the ball.

### Smashing

Position your character beneath a high ball and press the **A** Button to perform a smash.

Press the D-Pad/Analog Thumb Pad to control the direction of the shot in the same way as you would with a normal shot.

## MAIN MENU

### Main Menu

Once the Title Screen appears, press the Start Button to display the Main Menu. There are 4 modes to choose from on the Main Menu. Press the D-Pad **↑** **↓** and press the **A** Button to select which mode you want to play!



#### ARCADE

This is a "win and advance" style mode. Play the COM opponent in 5 stages. (→P. 6)

#### EXHIBITION

Change all the match settings in this mode. (→P. 8)

#### WORLD CIRCUIT

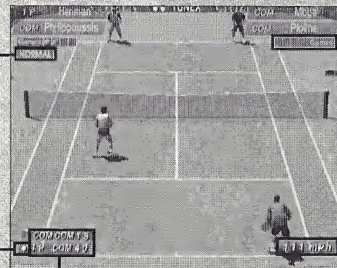
This is a 1P mode. Compete in tournaments, train and go shopping all over the World! (→P. 10)

#### OPTIONS

Change all the game settings. (→P. 13)

## GAME DISPLAY

COM Partner  
Strategy Display  
(Press Trigger  
**L/R** to change)



Score

Serve Counter

No. of games

Serve Speed

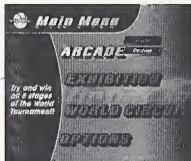
## ARCADE MODE

1 - 4 Players

This is a "win and advance" style mode. Play the COM opponent in 5 stages. Press the Start Button within the time limit to continue should you lose. Another player can enter the game at any time by pressing the Start Button.

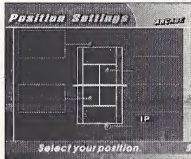
### Match Selection

Select ARCADE from the Main Menu to display the option "SINGLES/DOUBLES." Press the D-Pad  $\uparrow$   $\downarrow$  to select the type of match that you would like to play and press the  $\text{A}$  Button to enter your selection.



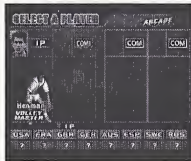
### Position Settings

Press the D-Pad to select the position that you would like to start the match in and press the  $\text{A}$  Button to enter your selection. (Only when playing Doubles).



### Select a Player

Select the character that you would like to use. Press the D-Pad  $\leftarrow$   $\rightarrow$  to select a player and press the  $\text{A}$  Button to enter your selection.



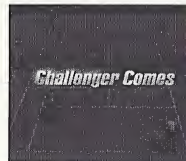
### Wear Selection

Press the D-Pad  $\leftarrow$   $\rightarrow$  to select the tennis wear that you'd like your character to play in, then press the  $\text{A}$  Button to enter your selection. You can only do this once you have purchased tennis wear at a tennis shop in the WORLD CIRCUIT. See Page 13 for more information.



### 2 Player Entry

A second player can join the game at any time by pressing the Start Button. The words "Challenger Comes" will be displayed. Select a player from the "Select a Player" Screen in the same way as for a one-player games.



### COM Partner Strategy

It is possible to change the court position of your COM partner in a doubles game of. Press Triggers  $\text{L}$  /  $\text{R}$  to reposition your COM partner at the rear of the court (defensive), the middle of the court, or close to the net (attacking). These commands are displayed in the top corner of the screen as BASELINE, NORMAL and NET PLAY.

## EXHIBITION MODE

1 - 4 Players

You can change all the match settings in this mode.

### Match Selection

Select EXHIBITION from the Main Menu to display the option "SINGLES/ DOUBLES." Press the D-Pad  $\uparrow$   $\downarrow$  to select the type of match that you would like to play and press the **A** Button to enter your selection.

### Position Settings

Press the D-Pad to select the position that you would like to start the match in and press the **A** Button to enter your selection.

## Rule Settings

### GAME COUNT

The number of games to win a match. You can select from one game to a full set.

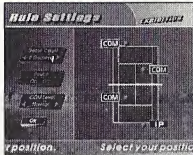
### DEUCE

Play Virtua Tennis with or without deuces. The settings are ON and OFF. When the DEUCE setting is switched OFF, the first person to win a point will be the winner if the score is 40 - 40.

### COM LEVEL

The strength of your COM opponent. There are 4 levels: EASY, NORMAL, HARD, VERY HARD.

When you have finished, select "Ok" and press the **A** Button to enter your selection.



### Select a Player

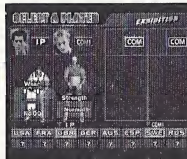
Select the character that you would like to use. Press the D-Pad  $\leftarrow$   $\rightarrow$  to select a player and press the **A** Button to enter your selection.

### Wear Selection

Press the D-Pad  $\leftarrow$   $\rightarrow$  to select the tennis wear that you'd like your character to play in, then press the **A** Button to enter. You can only do this once you have purchased tennis wear at a tennis shop in the WORLD CIRCUIT.

### COM partner strength (Only in a Doubles Match)

Select from one of 3 levels: NORMAL, STRONG, VERY STRONG. After you have selected your COM partner, press the D-Pad  $\leftarrow$   $\rightarrow$  to select your COM partner's strength.



### Stage Selection

Select the stage that you want to play in. At first, you can not play in stages with a "???" mark. However, you can play these stages by purchasing them at a shop in the WORLD CIRCUIT.

### Exhibition Mode Pause Menu

Press the Start Button during game play to display the Pause Menu. You can select from "Continue" "Rule Settings" and "Main Menu". Select "Rule Settings" to edit the game and return to the Rule Settings Screen.



**WORLD CIRCUIT MODE**

**1 Player**

Tour the world in this mode taking part in Trial Matches, earning money and buying items. You can also sharpen your techniques in the Training stages. The number and difficulty of Trial Matches and Training stages will increase as the game progresses. Note: The only way to succeed in the World Circuit is to play both the Trial Matches and the Training stages in equally. Do you have what it takes to be No. 1 in the world.

**New Game/Continue**

Select "NEW GAME" to start a new game, or "CONTINUE" to continue a previously saved game. Save files containing tennis wear, stages, and players purchased through World Circuit will not be deleted when writing over previously saved data.

**World Map**

Press the D-Pad to select a location that you'd like to go to, then press the **A** Button to enter your selection. You can choose from "TRIAL MATCH," "TRAINING" and "SHOP."

● **The icons of completed stages will darken.**



**Trial Matches**

Take part in tournaments around the world and earn prize money. Every Trial Match has a certain "Trial Shot" for you to attempt. You will win a lot more prize money by winning points using Trial Shots. You should not just aim to win, but try to play using as many Trial Shots as possible to win the maximum amount of prize money. Match rules vary from tournament to tournament. There are initially eight stages for you to complete. . .

**Doubles Trial**

You must have a partner to take part in a Doubles Trial match. You can make a contract with a doubles partner at a shop.

**Training**

You will be able to work on your tennis techniques in these training games. As you progress through the game, the difficulty level will increase.

The eight Training stages are:

**CANNON BALL**

Hit all of the balls using yellow balls! A machine will start up again if you are hit by a red ball!

**SMASH BOX**

Knock the boxes off the court with a smash!

**DRUM SHOOTER**

Lob to hit a ball into every drum can!

**PIN CRASHER**

Just like bowling, serve to knock down the pins!

**BULL'S EYE**

Aim for the target using the balls that the coach hits to you!

**RETURN ACE**

Return the coach's serves to hit all of the targets!

**BIG WALL**

Hit the balls to turn over all of the panels!

**GIANT BALL**

Use strong shots to push the giant rolling balls beyond the baseline!

You can return to the World Circuit Screen at any time by pressing the Start Button and selecting "World Map."

**Shops**

You can make a contract with a partner and purchase stages and other items at these shops.

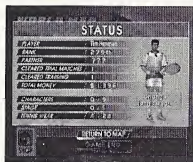
**Items**

- PLAYER** Buy a player, which you can then use in either ARCADE or EXHIBITION Modes.
- STAGE** Buy a stage, which you can play in EXHIBITION Mode.
- TENNIS WEAR** Purchase new apparel and equipment for your character's on the WORLD CIRCUIT Status Screen and also the ARCADE and EXHIBITION MODE Character Selection Screens.
- PARTNER** Make a contract with a doubles partner. You can not play in a doubles Trial Match if you don't have a partner.
- NEW STRINGS** Replace your racket strings to recover shot power.
- RECOVERY DRINK** This is a nutritious drink to recover lost energy.



**Status Screen**

Press the Start Button at the World Map to display the Status Screen. You can check your current results and change your character's tennis wear here. To quit the World Circuit, select "GAME END" and you will return to the Main Menu.



**Purchased Apparel**

Buy tennis wear at a shop, and you will be able to select it at the Character Selection Screen before playing in either ARCADE or EXHIBITION modes. After selecting the character that you wish to use, press the D-Pad **←** **→** to select tennis wear and press the **A** Button to enter.

**OPTIONS**

You can change all the game settings.

- GAME DIFFICULTY** Adjust the difficulty level of the ARCADE Mode.
- GAME COUNT** Adjust the number of games to win a match in ARCADE Mode.
- DEUCE** Play the ARCADE Mode with or without the deuce rule.
- RANKINGS** View the ARCADE MODE singles and doubles rankings.
- AUDIO** Set the preferred sound output to either MONO or STEREO.
- MUSIC TEST** Listen to the background music.
- BGM VOLUME** Adjust the volume setting for the background music.
- SE VOLUME** Adjust the volume setting for the sound effects.
- VIBRATION** Switch the Jump Pack ON or OFF.



Select "Exit" to return to the Main Menu.



## PLAYER INTRODUCTIONS

### JIM COURIER (USA)

**HEIGHT** 6'1" (185CM)  
**WEIGHT** 175LBS (79KG)  
**TYPE** VARIOUS SHOTS



### CEDRIC PIOLINE (FRA)

**HEIGHT** 6'2" (187CM)  
**WEIGHT** 175LBS (79KG)  
**TYPE** ALL-AROUND PLAYER



### TIM HENMAN (GBR)

**HEIGHT** 6'1" (185CM)  
**WEIGHT** 155LBS (70KG)  
**TYPE** VOLLEY MASTER



### TOMMY HAAS (GER)

**HEIGHT** 6'2" (187CM)  
**WEIGHT** 182LBS (82KG)  
**TYPE** STRONG FOREHAND



## PLAYER INTRODUCTIONS

### MARK PHILIPPOUSSIS (AUS)

**HEIGHT** 6'4" (193CM)  
**WEIGHT** 202LBS (91KG)  
**TYPE** BIG SERVER



### CARLOS MOYA (ESP)

**HEIGHT** 6'3" (190CM)  
**WEIGHT** 177LBS (80KG)  
**TYPE** POWERFUL STROKE



### THOMAS JOHANSSON (SWE)

**HEIGHT** 5'11" (180CM)  
**WEIGHT** 167LBS (75KG)  
**TYPE** FAST RUNNER



### YEVGENY KAFELNIKOV (RUS)

**HEIGHT** 6'3" (190CM)  
**WEIGHT** 173LBS (78KG)  
**TYPE** STRONG BACKHAND



# CREDITS

The following credits list the staff responsible for the localization, marketing and manual production for the North American version of Virtua Tennis. Credits for the original development staff are listed in the game itself.

## Product Development

<b>Localization Producer</b>	June Honma
<b>Localization Manager</b>	Osamu Shibamiya
<b>Lead Testers</b>	Mike Rhinehart Ed Brady
<b>Assistant Leads</b>	Pedro Ponce Joey Edwards

## Product Marketing

<b>Product Manager</b>	Stacey Kerr
<b>Director</b>	John Golden
<b>Specialist</b>	Dennis Lee

## Manual Staff

<b>Writer/DTP</b>	Luke Valentine
<b>Supervisor</b>	Kaoru Ichigozaki

## Special thanks

Jin Shimazaki	Angela Santos
Shinobu Shindo	Bob Schonfisch
Arnold Feener	Martha Hill
Sean Doidge	

**\*THIS LIMITED WARRANTY IS VALID FOR U.S. AND CANADIAN SEGA DREAMCAST SOFTWARE MANUFACTURED FOR SALE IN AND PURCHASED AND OPERATED IN THE UNITED STATES AND CANADA, ONLY!**

## Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Dreamcast GD-ROM shall be free from defects in material and workmanship for a period of 90-days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective GD-ROM or component will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the disc, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Sega to obtain support.

## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact Sega at:

- web site [http://www.sega.com/customer\\_service](http://www.sega.com/customer_service)
- e-mail [support@sega.com](mailto:support@sega.com)
- 800 number 1-800-USA-SEGA
- Instructions en français, téléphoner au: 1-800-872-7342.

## LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90-DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Sega is registered in the U.S. Patent and Trademark Office. Sega, Dreamcast, the Dreamcast logo, and Virtua Tennis are either registered trademarks or trademarks of SEGA Enterprises, Ltd. All Rights Reserved. This game is licensed for use with the Sega Dreamcast system only. Copying and/or transmission of this game is strictly prohibited. Unauthorized rental or public performance of this game is a violation of applicable laws. ©SEGA ENTERPRISES, LTD., 2000. Sega of America, P.O. Box 7639, San Francisco, CA 94120. All rights reserved. Programmed in Japan. Made and printed in the USA.

Product covered under one or more of the following: U.S. Patents No's: 5,460,374; 5,627,895; 5,688,173; 4,442,486; 4,454,594; 4,462,076; Re. 35,839; Japanese Patent No. 2870538 (Patents pending in U.S. and other countries); Canadian Patent No. 1,183,276.